

GAME BOY ADVANCE



CREATURE
FROM THE
KRUSTY KRAB

AGB-BQ4E-USA



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

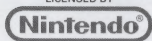
The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



Mild Cartoon Violence

LICENSED BY



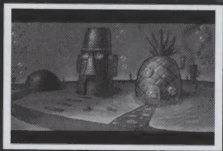
NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

NIGHTTIME IN BIKINI BOTTOM.....	2	DREAM WORLD ENEMIES.....	8
SET-UP.....	2	ITEMS.....	10
GAME CONTROLS.....	3	CHOOSING THE FINAL LEVEL.....	11
MAIN MENU.....	4	CREDITS.....	12
YOUR UNDERWATER ADVENTURERS.....	5	LIMITED WARRANTY.....	19
THE DREAM WORLD.....	6		



NIGHTTIME IN BIKINI BOTTOM



AS ALL OF BIKINI BOTTOM SLUMBERS, SOMETHING IS STIRRING IN THE DREAMS OF OUR FAVORITE CHARACTERS; SPONGEBOB, PATRICK AND PLANKTON. WHAT IS THE CREATURE FROM THE KRUSTY KRAB? CAN IT BE STOPPED OR WILL OUR HEROES BE TRAPPED IN THEIR NIGHTMARES FOREVER?!

SET-UP

1. TURN OFF THE POWER SWITCH ON YOUR NINTENDO GAME BOY® ADVANCE. NEVER INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON.
2. INSERT THE GAME PAK OF SPONGEBOB SQUAREPANTS™: CREATURE FROM THE KRUSTY KRAB INTO THE SLOT ON THE GAME BOY® ADVANCE. TO LOCK THE GAME PAK IN PLACE, PRESS FIRMLY.
3. TURN ON THE POWER SWITCH. THE TITLE SCREEN SHOULD APPEAR (IF YOU DON'T SEE IT, BEGIN AGAIN AT STEP 1).
4. WHEN THE TITLE SCREEN APPEARS, PRESS START TO PROCEED TO THE MAIN MENU.

GAME CONTROLS

BUTTON

ACTION

CONTROL PAD

MOVE LEFT/RIGHT, UP/DOWN

A BUTTON

JUMP (PRESS AGAIN WHILE JUMPING TO SUPER JUMP AS PATRICK)

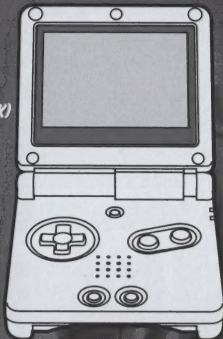
B BUTTON

PERFORM ACTION:

- HOTROD-ACCELERATE
- PLANE (TOP VIEW)-RISE AND DIP
- PATRICK STARFISHMAN-PUNCH
- ROCKET-SHOOT LASER
- SMALL PLANKTON-USE DISPICULATOR
- LARGE PLANKTON-LASER EYE (HOLD THE B BUTTON AND AIM WITH CONTROL PAD THEN RELEASE THE B BUTTON)

START

START GAME/PAUSE MENU



MAIN MENU

USE THE CONTROL PAD/A BUTTON TO CHOOSE FROM THE FOLLOWING SELECTIONS, OR THE B BUTTON TO RETURN TO THE PREVIOUS SELECTION:

- **PLAY GAME** - SENDS YOU TO THE FILE SELECT MENU.
- **OPTIONS** - MANY EXTRAS ARE AVAILABLE IN THIS SECTION.
- **ARCADE** - PLAY MINI-GAMES YOU'VE UNLOCKED HERE.
- **CREDITS** - A LIST OF PEOPLE WHO HELPED CREATE THIS GAME.



IN THE FILE SELECT MENU, YOU CAN CHOOSE FROM 3 SLOTS THAT WILL SAY ONE OF THE FOLLOWING:



- **NEW GAME** - THIS STARTS YOU WITH A NEW SAVE FILE AND BEGINS THE GAME FROM THE START.
- **LOAD GAME** - THIS OPTION BRINGS YOU TO THE THEATRE SCREEN WHERE YOU CAN SEE WHICH LOAD GAME YOU CHOSE, AND IF YOU WANT TO PLAY IT OR DELETE IT.

YOUR UNDERWATER ADVENTURERS



SPONGEBOB SQUAREPANTS: SPONGEBOB'S DREAM HAS HIM FINALLY GETTING HIS LICENSE. NOW BEHIND HIS OWN CUSTOM HOTROD, THINGS GET A LITTLE CRAZY!



PATRICK STAR: PATRICK IS THE SUPERHERO STARFISHMAN! HIS EVIL NEMESIS, THE DREADED PATRICK, IS TAKING OVER THE TOWN, AND ONLY STARFISHMAN CAN SAVE THE DAY.



PLANKTON: PLANKTON ONLY WISHES FOR TWO THINGS IN LIFE: TO BE BIG, AND GET HIS HANDS ON A KRABBY PATTY. NOW HE GETS BOTH WITH DISASTROUS RESULTS!

THE DREAM WORLD

THE DREAM WORLD IS FULL OF DIFFERENT ENVIRONMENTS AND WORLDS AS OUR CHARACTERS JUMP FROM DREAM TO DREAM. THIS MEANS MANY DIFFERENT GAME PLAYS WITH DIFFERENT VEHICLES AND TOOLS TO USE.

HOTROD: HOTRODS ARE THE FASTEST WAY AROUND BIKINI BOTTOM.
JUST WATCH OUT FOR PITS AND BARRICADES. DO SPINS IN THE AIR TO EARN POWER-UPS.

- ACCELERATE - MAKE SURE TO BUILD SPEED WHEN YOU HIT A RAMP, SO YOU CAN GET TO HIGHER PLACES OR MAKE TRICKS IN THE AIR.
- JUMP - JUMPING IS VITAL TO GET OVER POT HOLES AND SMALL PITS.
TIME THEM CAREFULLY WHEN YOU ARE GOING REALLY FAST.



SPACE ROCKET: THE SPACE ROCKET IS PATRICK'S WAY OF TRAVEL AFTER GETTING BLASTED INTO SPACE. USE THE CONTROL PAD TO MANEUVER IN ANY DIRECTION.

- LASER - WHEN COMING ACROSS SPACE DEBRIS, THE LASER COMES IN HANDY WHEN YOU NEED TO CLEAR A PATH.





AIRPLANE: LIKE THE ROCKET, THE AIRPLANE IS SPONGEBOB'S WAY OUT OF STICKY SITUATIONS.

- **RISE AND FALL** - WHEN PLAYING FROM A TOP VIEW POSITION, PRESS THE B BUTTON TO RISE AND FALL TO AVOID HIGH BRIDGES AND LOW BUILDINGS.
- **BLASTER** - WHEN FACING OFF AGAINST GIANT PLANKTON, THIS IS THE ONLY WAY TO SLOW HIM DOWN. JUST PRESS THE B BUTTON.



HYPNOTIC VEHICLES: THESE FUNCTION JUST LIKE THE HOTROD.



DISPICULATOR: THIS FANCY HELMET WAS MADE BY PLANKTON AS A TOOL TO HELP HIM GET TO THE KRABBY PATTY. WHO KNEW HE WOULD HAVE TO USE IT AGAINST ONE!

- **LASER BLAST** - THIS IS THE ONLY METHOD PLANKTON HAS TO SLOW DOWN THE KRABBY PATTY FROM SQUASHING HIM FLAT. SHOOT AND RUN!



SHRINK RAY: WHEN ALL ELSE FAILS, THERE'S ONLY ONE WAY TO STOP A GIANT PLANKTON, AND IT'S UP TO STARFISHMAN TO SHRINK HIM DOWN TO SIZE. YOU'LL JUST HAVE TO BUILD THE SHRINK RAY FIRST!

- **SHRINK BLAST** - THIS LARGE BLAST IS YOUR KEY TO STOPPING PLANKTON, YOU JUST HAVE TO FIND HIS WEAK SPOT.

DREAM WORLD ENEMIES

YES, EVEN IN THE DREAM WORLD THERE ARE ENEMIES.



HOTROD "BOSS" PLANKTON:
PLANKTON AND HIS HOTROD BUDDIES TRY TO STOP SPONGEBOB FROM BEATING THEM IN A CAR RACE. AVOID THE DEBRIS THAT THEY SEND AT YOU.



DREADED PATRICK:
THE SUPER VILLAIN OF PATRICK'S POP HERO WORLD SETS UP A TRAP FOR STARFISHMAN THAT LOCKS HIM IN A DANGER ROOM FULL OF NASTY DEVICES. DODGE AND BATTLE YOUR WAY THROUGH OBSTACLES.



DREADED MINIONS:
THESE THUGS WORK FOR DREADED PATRICK AND ARE TEARING UP THE CITY. LEARN HOW TO COUNTER THEIR DIFFERENT ATTACK STYLES.



GIANT PATTY:
WHEN PATTIES ATTACK! AVOID GETTING SQUASHED BY THIS MUTANT PATTY AND BLAST IT WITH PLANKTON'S DISPICULATOR HELMET.



ALASKAN BULL WORM:
THIS GIANT WORM EATS
ANYTHING IN ITS WAY, EVEN
SPONGEBOB! AVOID IT OR
BECOME ITS LUNCH!



UFOS:
SPACE IS A DANGEROUS
PLACE WITH SATELLITES,
ASTEROIDS, AND UFOS
AROUND. USE PATRICK'S
ROCKET LASER TO SHOOT
DEBRIS OUT OF YOUR WAY.



GIANT PLANKTON:
IT MAY BE FUN TO PLAY
AS GIANT PLANKTON,
BUT IT'S VERY DIFFERENT
BEING CHASED BY HIM!
AS PLANKTON GETS
BIGGER AND BIGGER,
THERE IS ONLY ONE THING
TO DO... RUN! IF ONLY
YOU HAD A SHRINK RAY..



PLANKTON MINIONS:
IN PLANKTON'S CRAZY
DREAM WORLD, EVERYONE
IS PLANKTON, AND THEY
ARE ALL AFTER YOU!
AVOID BEING SWARMED BY
THESE GUYS BY KNOCKING
THEM OUT OF THE WAY
WITH STARFISHMAN.

ITEMS



SNOOZE WINK:
GRABBING A SNOOZE
WINK WILL GIVE A
LITTLE HEALTH BACK TO
YOUR CHARACTER.



EXTRA PLAYER ICON:
GIVES YOU AN EXTRA LIFE.



ELECTRIC CLOUD:
ENERGIZES THE CHARACTER
AND MAKES THEM
INVINCIBLE FOR
15 SECONDS.



**SECRET
MINI-GAME ICON:**
THESE WILL BE WELL
HIDDEN THROUGHOUT THE
GAME. FINDING ONE WILL
UNLOCK A NEW MINI-GAME
IN THE ARCADE IN THE
OPTIONS MENU. THERE IS
ONLY ONE HIDDEN IN EACH
WORLD AND SOME THAT
UNLOCK BY COMPLETING
CERTAIN TASKS, SO
YOU MIGHT MISS SOME
FIRST TIME AROUND,
SO KEEP TRYING AND
FIND THEM ALL!



MOON SHOWER:
A SHOWER OF MOONLIGHT
POOFS AWAY ALL
ON-SCREEN OBSTACLES.

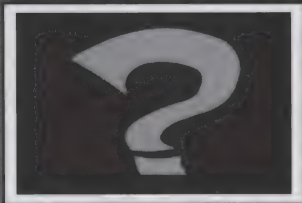


SPEED STAR:
THESE ARE USED TO
GIVE SPEED BOOSTS IN
DRIVING LEVELS.



MACHINE PARTS:
DURING DIFFERENT
DREAMS YOU'LL HAVE TO
COLLECT PARTS TO YOUR
HOTROD, PLANE, AND
SHRINK RAY.

CHOOSING THE FINAL LEVEL



THE GAME FEATURES A POSSIBILITY OF THREE ENDINGS FOR THE PLAYER TO EXPERIENCE. THE PLAYER CAN ONLY EXPERIENCE THESE THROUGH A REPEATED PLAY THROUGH OF THE GAME AND THE CHOICE OF THE ENDING WILL BE GIVEN TO THE CHARACTER CHOSEN BY THE PLAYER. ALL THREE ENDINGS HAVE DIFFERENT GAME PLAYS, SO TRY TO SEE ALL OF THEM!

CREDITS

Developed by:
WayForward Technologies

Typical Overlord:
Vorbis Wry

Chief Executive Officer:
John Beck

Creative Director:
Matt Bazon

Executive Producer:
Chris Watson

Producers:
Nick Hyman
Armando Solis

Designed & Directed:
Marc Gomez

Lead Programmer:
Raymond L. May Jr.

Programmers:
Jared Maupin
Mike DeLaPena
Daniel C. Kirtzel
Jeff Lee
Ben Woodell
Dave Bishop
Lee McGuire
Patrick Hayes
Chris McCormick
Jimmy Huey
Gug Jenson

Engine/Tool Programmers:
Michael Stacey

Lead Animator:
Asgail Goldsmith

Animators:
Chris Kerlegon
Jung-A Yoo
Eun-Hi Oh
Maria Sequeira
Hedy Domzalski
Eleazar Del Rosano
Rex Witzel
John Dusenberry
Adam Tierney

Lead Background Artist:
Pablo Ravelcaba
Background Artists:
Sue Yoon
Jacob Stevens

Character Modelers:
Dorovan Santiago
Renee Lee

Lead Level Designer:
Alec McGuire

Level Designer:
Roger Oda

Additional Art:
Armand Wilavert
Alec McGuire

Sound & FX:
Shin'en Multimedia

GAX Soundengine:
Shin'en Multimedia

Special Thanks to:

Rob Buchanan
Amy Maple
Alexa, Madison, and Owen
Adriana Watson
Rikz Traylor
Kendra Buggs
Bernie Drouhard
Velena Fletcher
Danielle McGhee
Jordan, Elijah, Ryan
Jason Meupin
Shawla Sohan
Ian Christian Blatche
Chrya Uao
Shawn Domalski
Cynthia Bibik
Sunha
Joyce
SooBin, HyunWoo, Inyeo UmMa

Nickelodeon

Executive Vice President

Nickelodeon Digital
Stephen Woodward

Vice President, Marketing

Nickelodeon Digital
Stanley Kaufman

Vice President, Digital Media Products

Nickelodeon Digital
Paul Jelenc

Sr. Director, Digital Games

Nickelodeon Digital
Shaun Diment

Director, Games Development

Nickelodeon Digital
David Bergantino

Marketing Manager

Nickelodeon Digital
Jack Daley

Marketing Manager

Nickelodeon Digital
Stephanie Bond

Coordinator

Nickelodeon Digital
Dan Boldin

VP/Creative Director, Licensing

Nickelodeon Creative Resources
Tim Blankley

Creative Director, Entertainment Products

Nickelodeon Creative Resources
Daniel Murren

Senior Designer, Interactive

Nickelodeon Creative Resources
Rob Lenson

Junior Designer, Interactive

Nickelodeon Creative Resources
Jason Dorio

Senior Manager, Copy/Content

Nickelodeon Creative Resources
Debra Kreszner

Nickelodeon would like to thank:

Linnette Attai
Justine Briskman
Leigh Anne Brodsky
Eric Coleman
Sergio Cuan
Anthony Delgrego
Erin Hicks
Russell Hicks

Special Thanks to:

Stephen Hilsenrath

THQ Inc.

Project Manager

Paul Joffe

Creative Manager

Scott Rogers

Art Director

Tham Ang

Senior Licensing Manager

Victor Rodriguez

Senior Localization Manager

Amy Small

Director, Project Management

Mark Morris

Senior Vice President, Product Development

Steve Dauterman

Director, Quality Assurance

Monica Vallejo

QA Managers

Mario Waibel
Michael Motola

Test Supervisor

David Sapienza

Test Lead

Chris Shanks

Testers

David Cramer
Petar Guerrero
Karin Waters

First Party Supervisor

Adam Alfranti

First Party Specialists

Scott Ritchie
Todd Thomme
Russell Brock
Georgina Schaller

Localization Supervisor

Eric Ellicock O'Keady

QA Technicians

Richard Jones
David Wilson
Michael Zlowicki

Mastering Lab Technicians

Glen Peters
Anthony Durnet
T. Ryan Arnold
Haidi Salguero

Game Evaluation Team

Scott Frazier
Matt Elzin
Eric Weiss
Clark Emerson

Human Factors Design Specialist

Roy Kowaleski

QA Operations Coordinator

Steve Nelson

HR Generalist

Eve Waldman

Database Applications Engineer

Brian Kincaid

Executive Vice President, Worldwide Publishing

Kelly Flock

Senior Vice President, Worldwide Marketing

Bob Aniello

Director of Global Brand Management

John Ardell

Senior Global Brand Manager

Danielle Conte

Brand Managers

Ali Bouda
Peter Kennedy

Associate Brand Manager

Sam Guilloud

Director, Global Media Relations

Kristina Kirk

Media Relations Manager

Kathy Mendoza Bricaud

Director of Creative Services

Howard Liebskind

Senior Manager, Creative Services

Brian Bakstrom

Creative Services Manager

Melissa Roth

Packaging Layout and Design

Bryan Fordanos

Special Thanks

Brian Farrell
Jack Sorenson
Terri Schiek
Germaine Giris
Brandy Camillo
Deborah Fingerhut
Ian Sobersky



The Best Day Ever™

Dive into new music from Bikini Bottom!

Including *The Best Day Ever*, *Under My Rock*, *Employee of the Month*, *My Tightly Whities* and more songs recorded by the cast of *SpongeBob SquarePants*!



CD IN STORES NOW!



SONY BMG

STRATEGIC MARKETING GROUP

© 2006 Viacom International, Inc.

All Rights Reserved. SpongeBob SquarePants created by Stephen Hillenburg.


NICK

**SpongeBob
Squarepants**

you can look for this
Mini FUN Kit wherever books are sold.



Each Mini FUN Kit includes:
Mini coloring book • stickers • write-on/wipe-off game card
fortune-teller • stencil • crayons and colored pencils

 **Golden Books®**



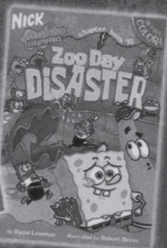
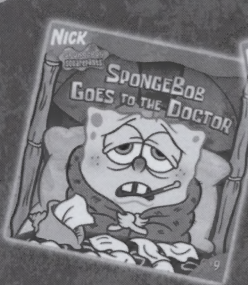
www.randomhouse.com/kids/nick

© 2006 Viacom International Inc. © 2006 Random House, Inc.

NICK

**SpongeBob
SquarePants**

Get Absorbed in a Great SpongeBob Book!



SpongeBob SquarePants books From Simon Spotlight
are available wherever books are sold.



Simon Spotlight • Simon and Schuster Children's Publishing • www.SimonSaysKids.com • www.nick.com

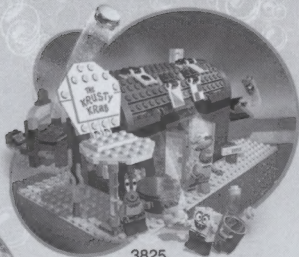
© 2006 Viacom International Inc. All rights reserved. NICKELODEON, *SpongeBob SquarePants*, and all related titles, logos and characters are trademarks of Viacom International Inc. *SpongeBob SquarePants*® created by Stephen Hillenburg, as seen on Nickelodeon®.



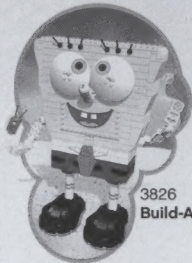
NICKELODEON
SpongeBob SquarePants™



3827
Adventures in
Bikini Bottom



3825
The Krusty Krab



3826
Build-A-Bob

LEGO and the LEGO logo are trademarks of the LEGO Group. ©2006 The LEGO Group.
© 2006 Viacom International Inc. All Rights Reserved. Nickelodeon, SpongeBob SquarePants
and all related titles, logo and characters are trademarks of Viacom International Inc.
Created by Stephen Hillenburg.

www.LEGOSPONGEBOB.com

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **32237**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

REGISTER YOUR GAMES ONLINE



MY THQ

at www.thq.com

Go to the MY THQ link at www.thq.com for a chance to win games and other great prizes. Plus...

- ▶ Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- ▶ Get the latest THQ newsletters
- ▶ Access the Career Zone, Forum and online games
- ▶ Download the latest demos and patches
- ▶ Easy to use site for all THQ gaming information
- ▶ Quick links to search by title or platform
- ▶ Be considered for beta testing and help shape the THQ games of the future

You must be 13 or older to participate.

THQ Inc. 29903 Agoura Road, Agoura Hills, CA 91301

Game and Software © 2006 THQ Inc. © 2006 Viacom International Inc. All Rights Reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos, and characters are trademarks of Viacom International Inc. Created by Stephen Hillenburg. Developed by WayForward Technologies. WayForward and its logo are trademarks of WayForward Technologies. GAX Sound Engine Licensed by Shin'en. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.



www.thq.com

PRINTED IN USA 108321